

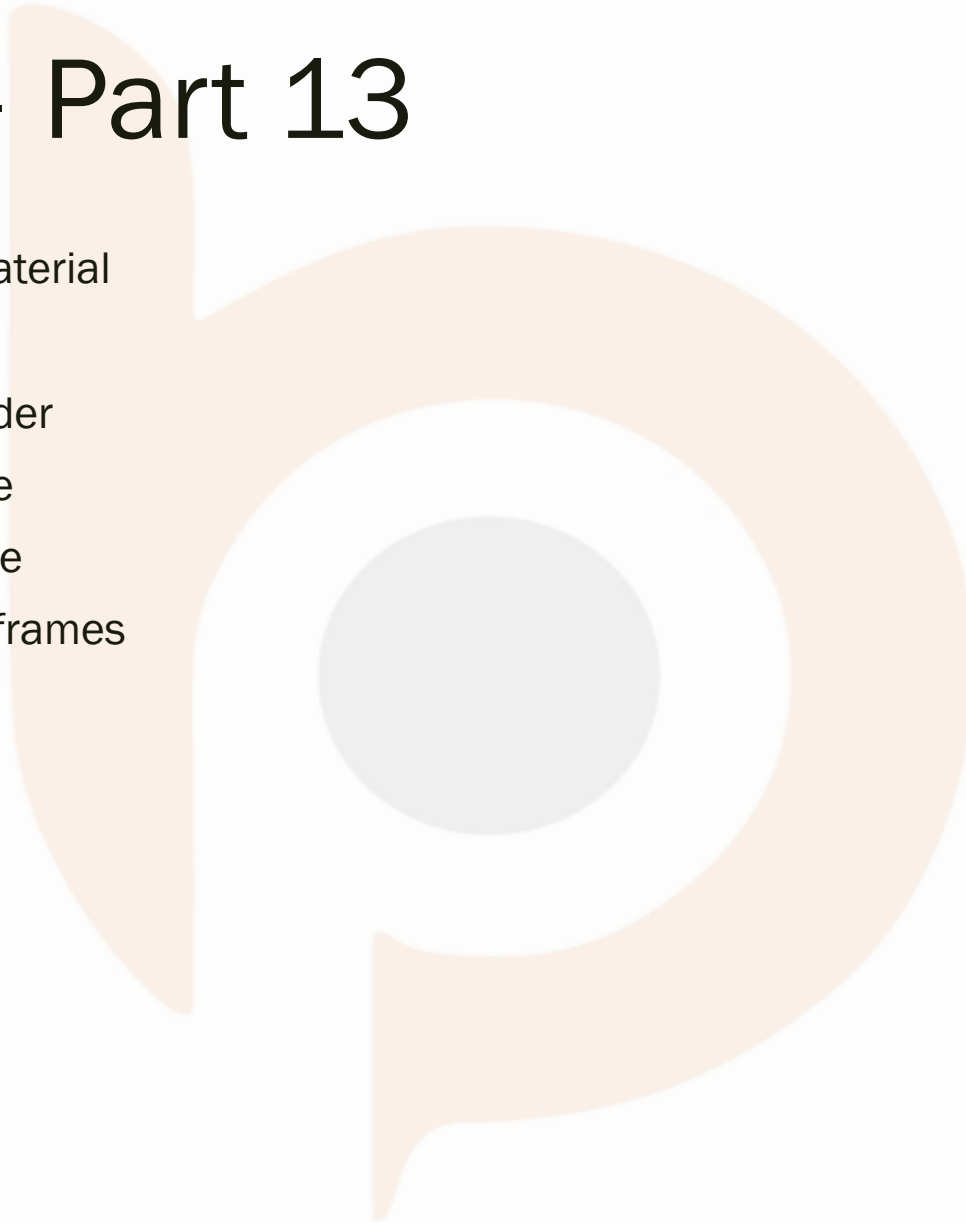


CREATING 3D ENVIRONMENTS

Blender Materials

Chapter 3 – Part 13

- Making a double sided material
- Building a new node tree
- Adding a transparent shader
- Using the backfacing node
- Using the translucent node
- Organizing your tree with frames

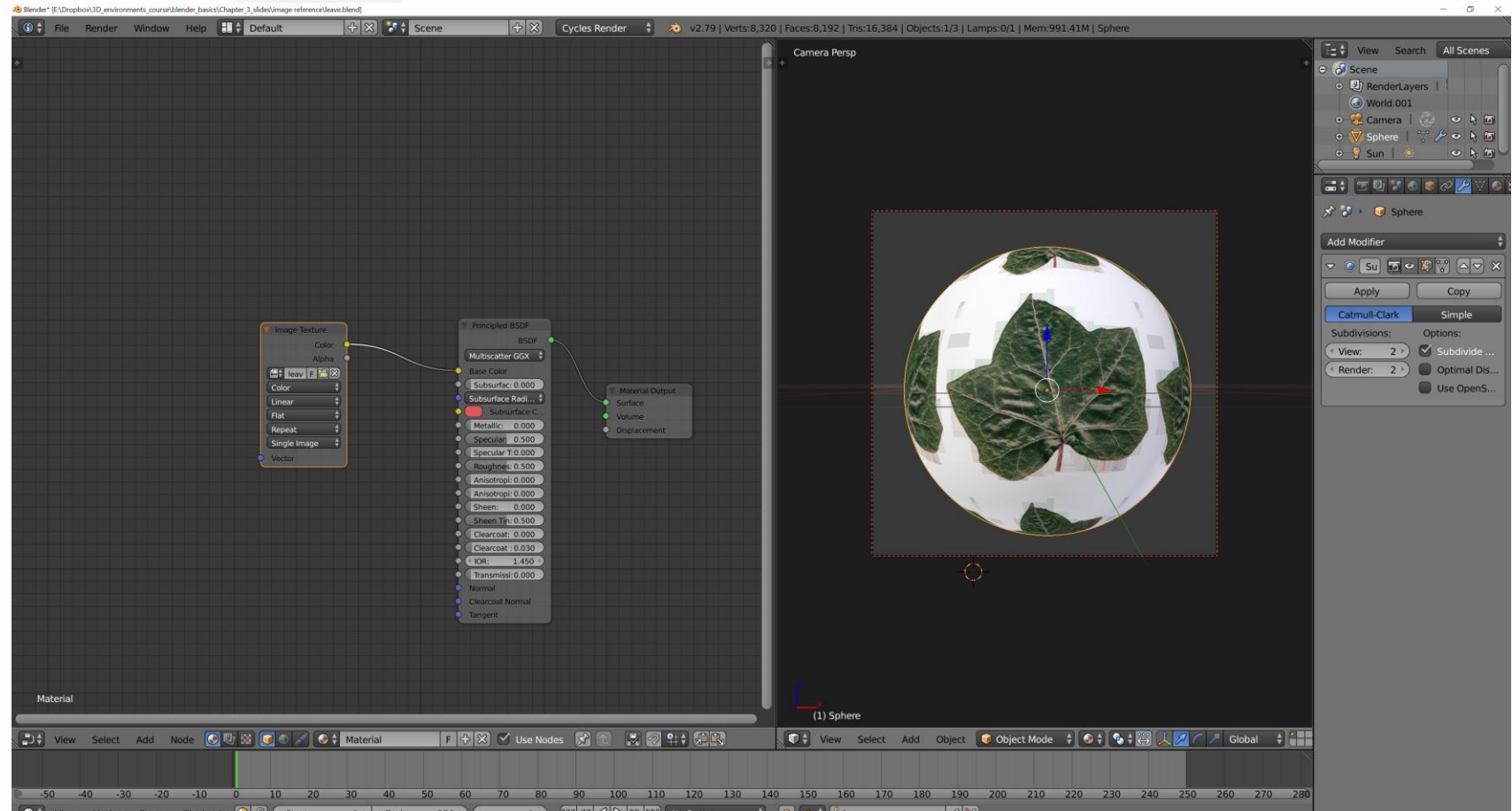


Making a double sided material



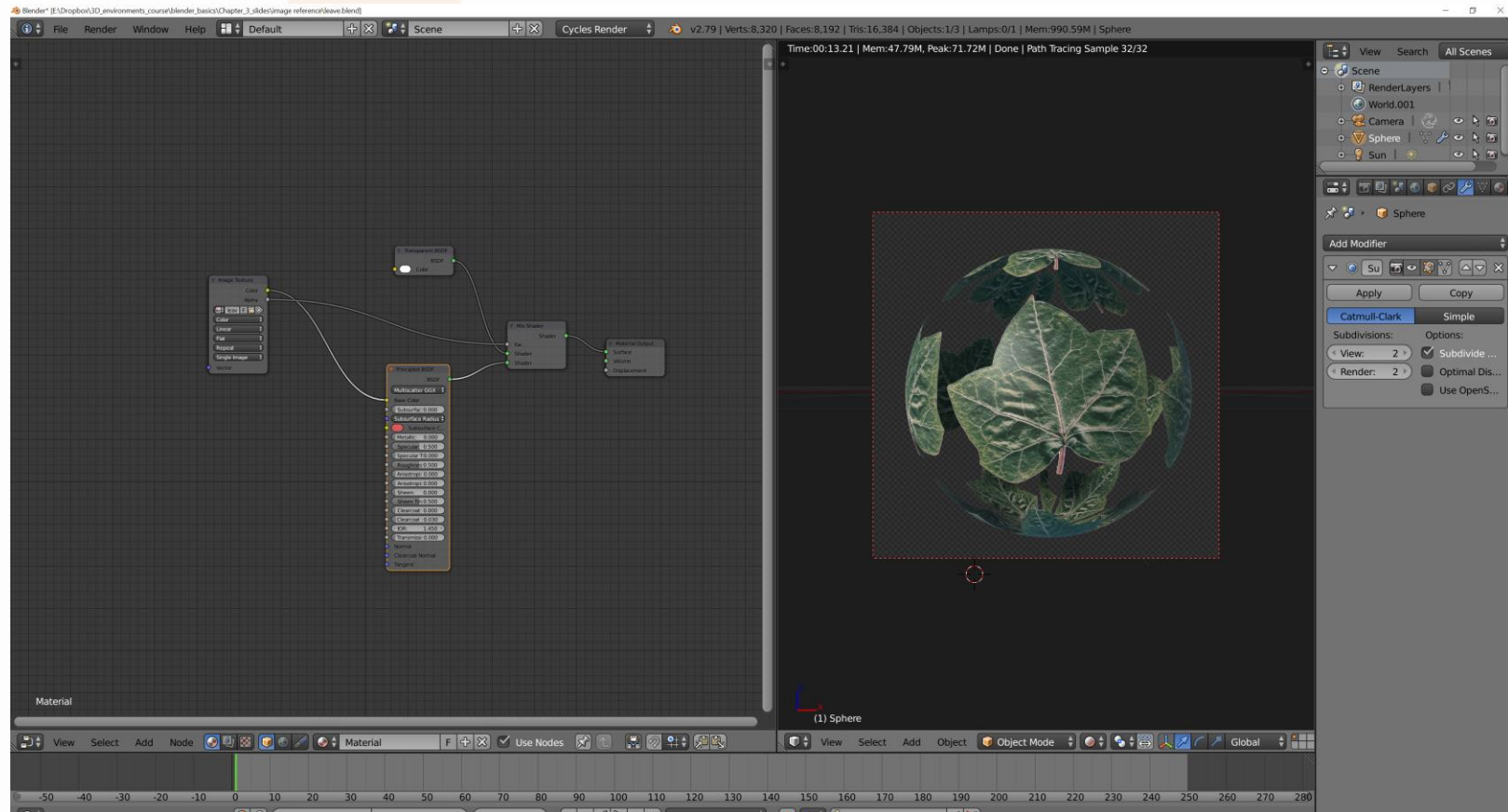
Use two types of textures for a realistic material look.

Building a new node tree



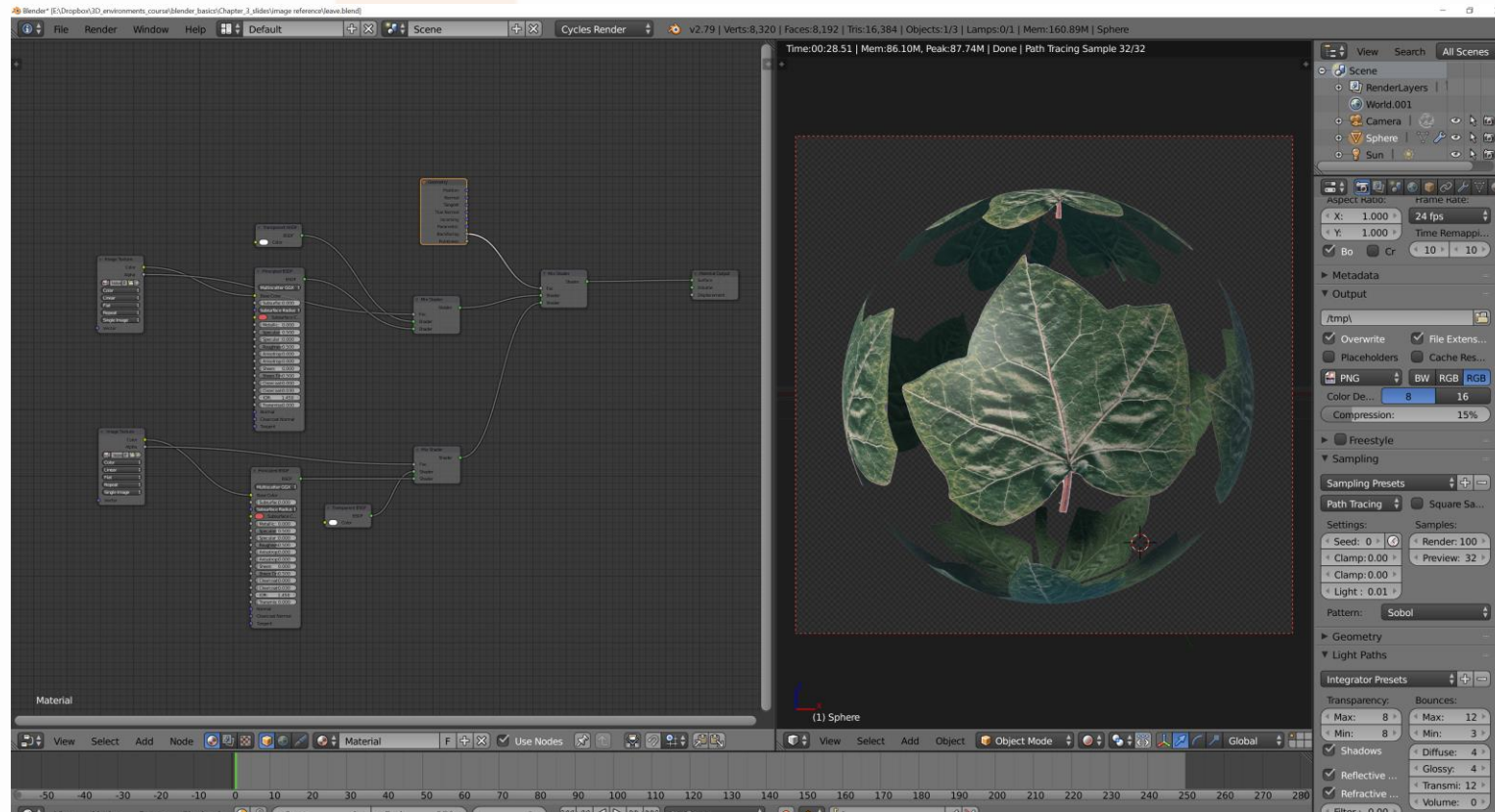
Use the same sphere, but create a new material. Use the principled shader to start.

Adding a transparent shader



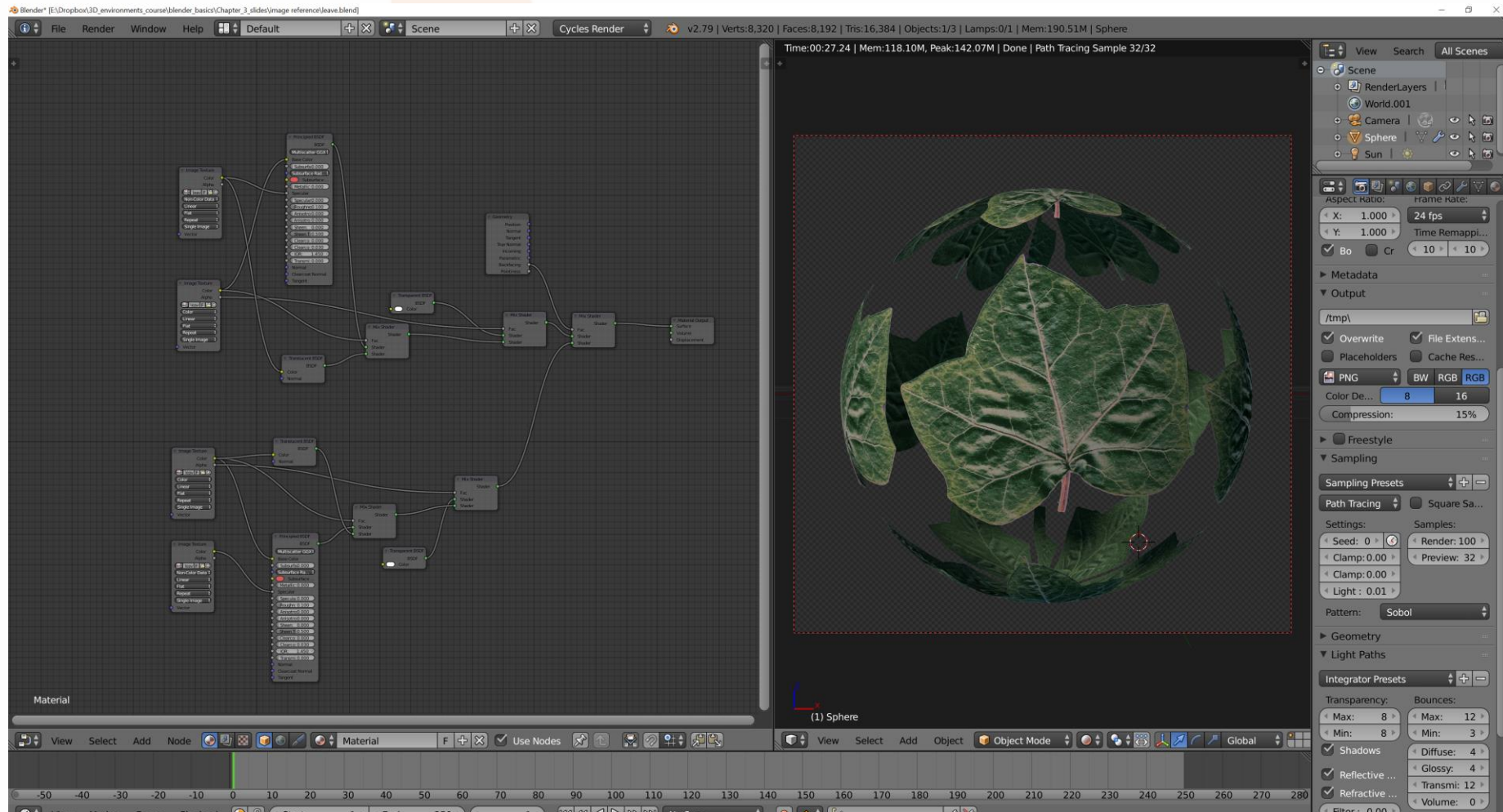
by adding a mix shader node you can combine the principled shader with the transparent node. Use the alpha from the image texture to add transparency.

Using the backfacing node



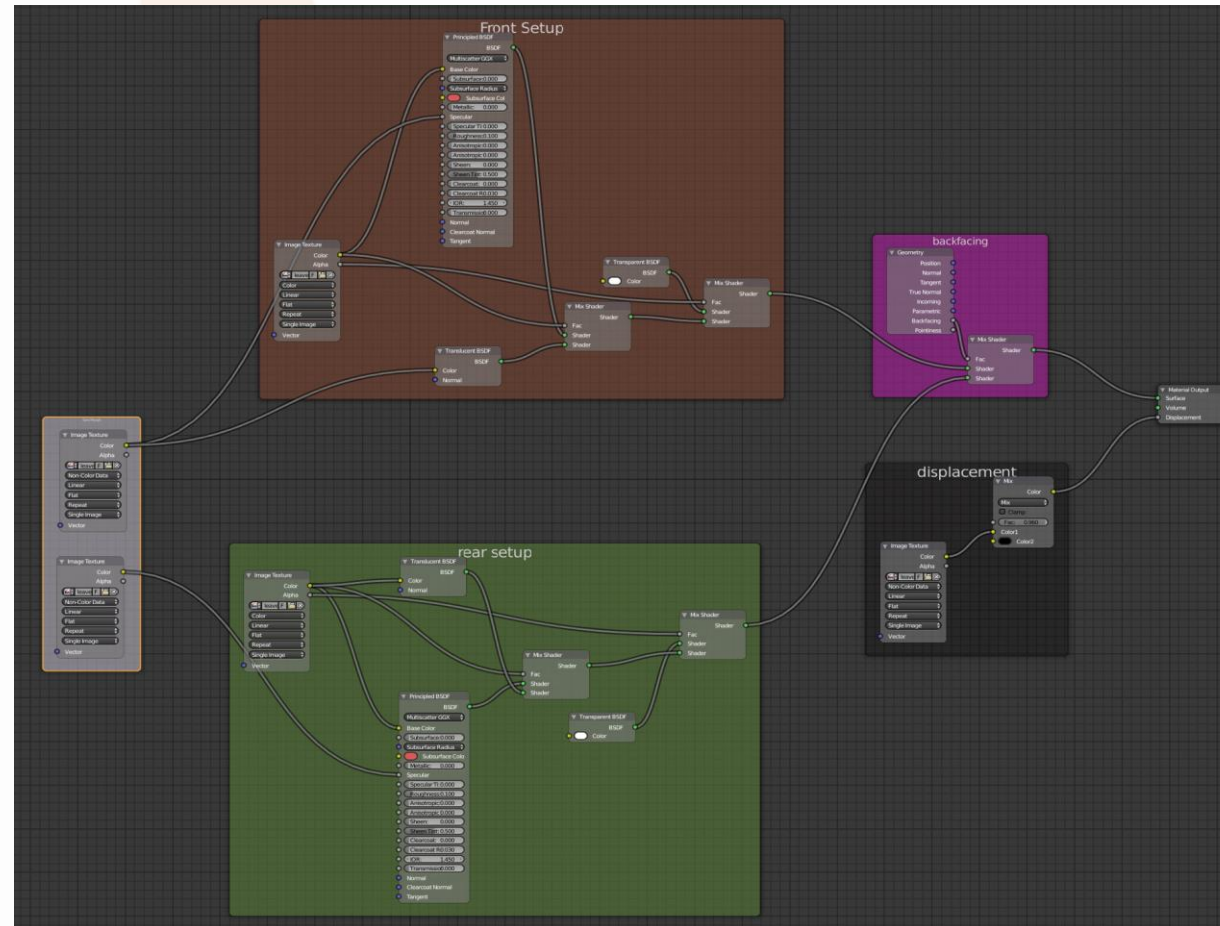
Copy your node tree and duplicate it. change the image texture and select the rear leaf. Add a new mix shader to combine the two trees. Now you need to add a geometry node and use the backfacing output for the fac value of the mix shader.

Using the translucency node



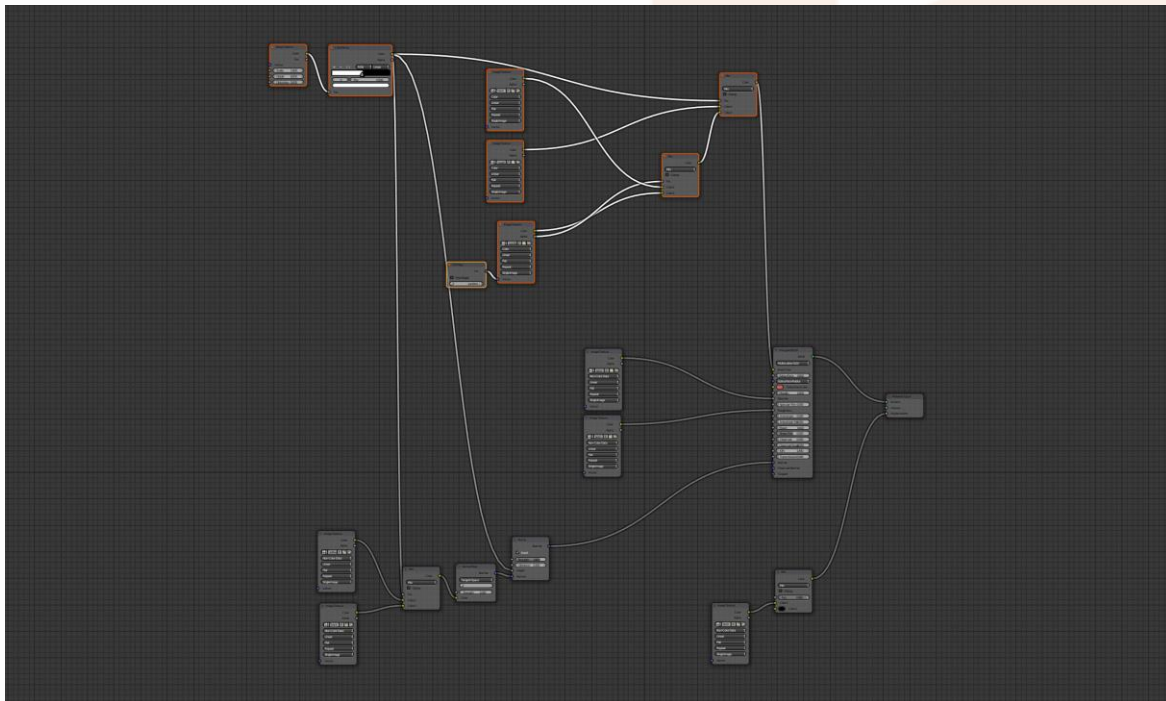
On both sides add a translucent shader. For this you also need a mix shader. Use the image color output to set the right color value.

Organizing your tree with frames

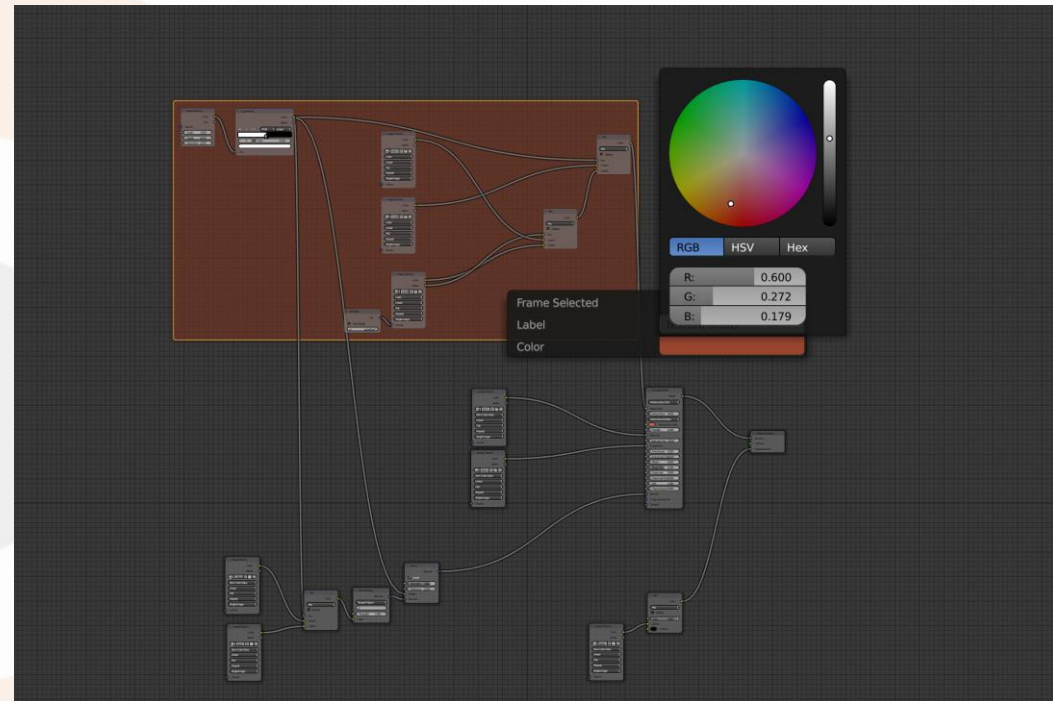


Use a different setup for the double sided material. For this tree it is key to separate the front and rear side. You can still make frames for the spec, normal and displacement maps

Adding node color frames



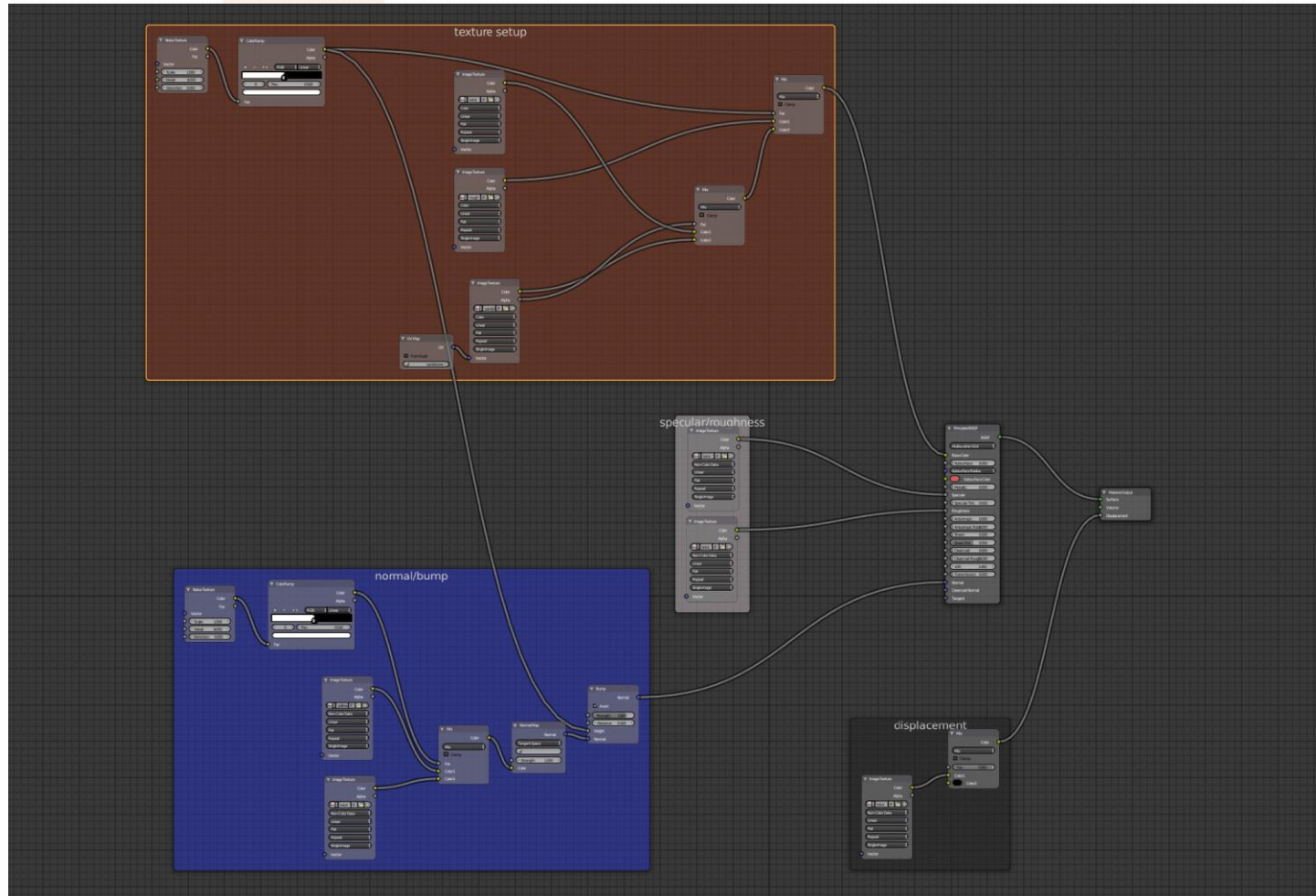
Drag (G key) the nodes that belong together to specific locations



Select all the nodes in the texture group and press Shift + P key you can name and color the frame by pressing F6

Before you frame the texture group, make a duplicate from the noise and color ramp, we can use this later to make a normal bump group.

Adding node color frames (2)



I use these color frames to recognize the group. Red for textures, purple for normal bump, black for displacement and white for spec and gloss. Increase the font to make the group name visible. The color is standard black, you can change this in the node preference